

# Dictionaryes

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CMPT140

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# What's on for today

- Dictionaries
  - Keys and values
  - Basic dictionary methods:
    - ◆ `.keys()`, `.values()`, `.items()`
  - Iterating through dictionaries
  - Other dictionary methods:
    - ◆ `len()`, `del`, `in`, `.get()`, `.copy()`
  - Application: hinting
  - Application: word frequencies

# Python type hierarchy (partial)

- **Atomic** types

- Numbers

- ◆ Integers (int, long, bool): **5, 500000L, True**
- ◆ Reals (float) (only double-precision): **5.0**
- ◆ Complex numbers (complex): **5+2j**

- Container (**aggregate**) types

- Immutable sequences

- ◆ Strings (str): **"Hello"**
- ◆ Tuples (tuple): **(2, 5.0, "hi")**

- Mutable sequences

- ◆ Lists (list): **[2, 5.0, "hi"]**

- Mappings

- ◆ Dictionaries (dict): **{"apple": 5, "orange": 8}**

# Dictionaries

- Python **dictionaries** are mutable, unsorted containers holding associative key-value pairs
- **Create** a dictionary with curly braces `{}`:
  - ◆ `appleInv = {'Fuji': 10, 'Gala': 5, 'Spartan': 7}`
- **Index** a dictionary using a **key**:
  - ◆ `appleInv['Fuji']` # returns 10
- **Values** can be any object and may mix **types**:
  - ◆ `appleInv['Rome'] = range(3)`
- **Keys** can be any **immutable** type:
  - ◆ `appleInv[('BC', 'Red Delicious')] = 12`

# keys() and values()

- All dictionaries have the following **methods**:
  - **keys()**: returns a list of all the **keys**
    - ◆ `appleInv.keys()`  
['Fuji', 'Spartan', 'Rome', 'Gala', ('BC', 'Red Delicious')]
  - **values()**: returns a list of all the **values**
    - ◆ `appleInv.values()`  
[10, 7, [0, 1, 2], 5, 12]
- Dictionaries are **unsorted**!
  - Although the order of **keys()** and **values()** will **correspond** if the dictionary isn't modified

# Iterating through dictionaries

- To print our apple inventory:
  - ◆ `for appleType in appleInv.keys():`
    - `print "We have", appleInv[appleType], \`
      - `appleType, "apples."`
- Output:
  - ◆ We have 10 Fuji apples.
  - ◆ We have 7 Spartan apples.
  - ◆ We have [0, 1, 2] Rome apples.
  - ◆ We have 5 Gala apples.
  - ◆ We have 12 ('BC', 'Red Delicious') apples.

# Other dictionary methods

- `len(appleInv)`
- `del appleInv['Fuji']`
- `'Fuji' in appleInv`
- `appleInv.get('Braeburn', 0)`
  - Return **default** value if key is not in dictionary
- `appleInv.items()`
  - Returns a copy of the dictionary as a **list** of (key, value) **tuples**
- `appleInv.copy()`
  - **Shallow** copy

# Dictionary application: hinting

- **Hinting**: save (cache) previously-calculated values for future use

- **Fibonacci** example:

```
def fib(n):
```

```
    if n == 0 or n == 1:
```

```
        return 1
```

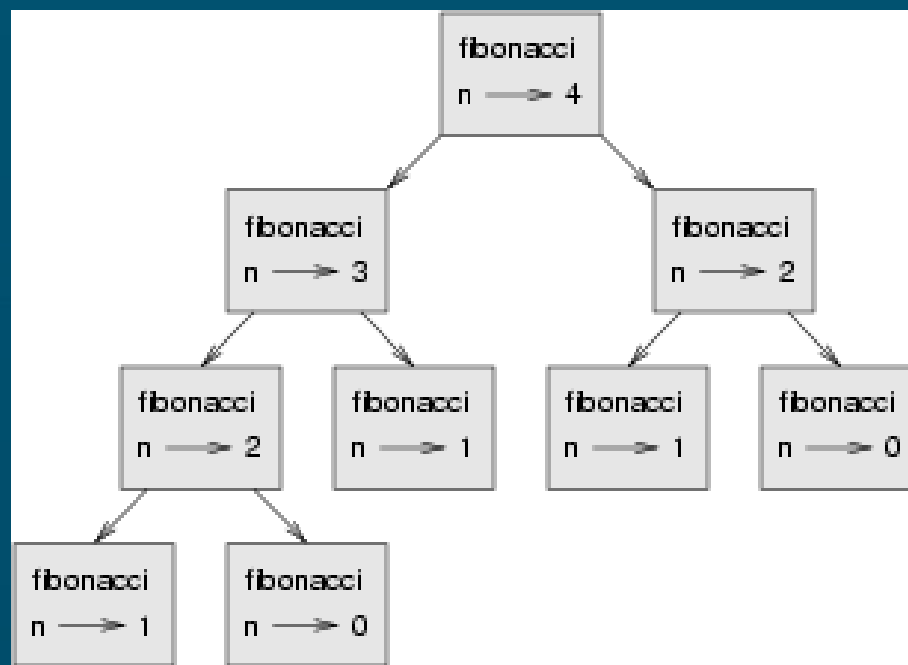
```
    return fib(n-1) + fib(n-2)
```

- But this is very slow and **inefficient!**
  - Try `fib(28)`, `fib(29)`, `fib(30)`, ....
- Fibonacci numbers get very **big** very fast



# Fibonacci revisited

- The call-graph for `fib()` shows that, e.g, `fib(2)` gets recalculated many times:



$O(n^2)$  calls  
in the  
graph

- If we **save** the value of `fib(2)` the first time it's calculated, we can **reuse** that **hint**

# Hinting Fibonacci

- Use a **dictionary** to store precalculated **hints**:
  - **Key** is **n**; **value** is **fib(n)**
  - When we calculate a **fib()**, **add** it to the dict
  - Before calculating a **fib()**, **check** to see if it's already in the dictionary of **hints**
  - **Base cases** are in the initial hint dictionary

```
fibHints = {0:1, 1:1}
```

```
def hFib(n):
```

```
    if n in fibHints.keys():
```

```
        return fibHints[n]
```

```
    fibHints[n] = hFib(n-2) + hFib(n-1)
```

```
    return fibHints[n]
```

# Iterative Fibonacci

- Actually, we **don't need** recursion to solve Fibonacci:

```
def iFib(n):  
    current = 1  
    parent = 1  
    grandparent = 0  
    for i in range( int(n) ):  
        current = grandparent + parent  
        grandparent = parent  
        parent = current  
    return current
```

- We show hFib() just to illustrate the concept of **hinting**

# Application: word frequency

- Another application: **count** how many times each **word** shows up in a block of text
- If we were counting **letters** instead, we could use a list, since there are only **26** letters
  - But # unique **words** is unknown!
- Each key is a **word**; the value is its **frequency**
- Read **file** one word at a time
  - **Increment** the value associated with the given word
  - (If word **not** in dictionary, use **0** as value)

# Word frequency: pseudocode

- Open file for reading
- Read one line at a time:
  - Normalize: convert to lowercase and replace all punctuation with spaces
  - Split into words
  - For each word:
    - ◆ Increment word count
- Sort and output top words

# Word freq: helper functions

- 00 methods built-in to every string:
  - `myStr.split()` splits on **whitespace**
  - `myStr.replace(oldstr, newstr)` replaces all occurrences of **oldstr** with **newstr**
  - (The **tokenize** library has more!)
- `sorted()` returns a sorted copy of any **list**:
  - ◆ `sorted( [5,2,3,1,4] )`
  - Sort a dictionary: return a list of **keys**, sorted by **value**
    - ◆ `sorted(myDiction, key=myDiction.get)`

# wordfreq.py

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- See `wordfreq.py` for complete program
- **Filename** is hard-coded as “`input.txt`”
  - Canadian **Charter**: `charter.txt`
- Sorts in **ascending** order of frequency
- **Prints** last **20** entries of the sorted list